

CLAIMS

We claim:

1. A method for playing a computer-based solitaire game in a tournament framework comprising,
 - selecting a tournament event having predetermined entry criteria and game features from a game menu,
 - wherein said entry criteria comprises a tournament start time,
 - retrieving input over the internet regarding said tournament event including a card sequence and instructions to enable said game features associated with said selected tournament event from a server to a personal computer after said tournament start time and before a tournament ending event,
 - playing and scoring solitaire games according to said input by moving cards from a play stack to a column or an ace stack or between said columns in said personal computer and said score is based in part on the speed that a player successfully makes a move,
 - transmitting scores from said personal computer over the internet to a server after each said game is complete and before said tournament ending event occurs,
 - comparing said score to the scores of other players that are entered into said tournament event,
 - displaying said scores on a website that can be accessed by said players, and wherein said personal computer only receives input from said internet server during, before and after said solitaire game.

2. The method for playing a computer-based solitaire game according to claim 1 further comprising

comparing a score of said solitaire game with scores of other players in said internet server to obtain rankings of the players, and

displaying said score and said rankings on said computer.

3. The method for playing a computer-based solitaire game according to claim 1 wherein said graphic elements comprising a play field background and a card back graphics.

4. The method for playing a computer-based solitaire game according to claim 1 wherein said scoring method is selected from said group consisting of scoring by a speed of each successful move, scoring by a total number of successful moves and said combination thereof.

5. The method for playing a computer-based solitaire game according to claim 4 wherein said scoring by a speed of each successful move is indicated by a elapsed/countdown time indicator.

6. The method for playing a computer based solitaire game according to claim 1 wherein said game pattern comprises multiple discard play from which a card may be moved to said column or ace stack in a conventional Klondike solitaire game.

7. The method of playing a computer-based solitaire game according to claim 1 wherein said game pattern further comprises a target indicator displayed in association with a column stack, and when a player removes all cards in said column stack, the player is awarded a bonus score.

8. The method for playing a computer-based solitaire game according to claim 1 wherein said game pattern comprises a wild card feature in which if a player chooses a wild card to place on a desired location, a first card that can be played at said desired location is marked in said play stack or said column, and when said first card is revealed later, said first card is removed from play and a next card in said column is revealed.

9. The method for playing a computer based solitaire game according to claim 1 wherein said game pattern comprises a play stack for future play in which a player moves a card from a discard play stack to said future play stack and said card on said future play stack is available for play at any time during the game.

10. The method for playing a computer-based solitaire game according to claim 1 wherein said game pattern comprises a method for a player to prematurely end said game.

11. A computer-based solitaire tournament game comprising
a network connection to a server for retrieving an input and for comparing scores, and
a control system for a player, said control system comprising means for operating on said
input means to transmit scores to said server, and means for displaying said input and said
comparison results to said players,

wherein said input comprises a scoring method and a game pattern which is unique to
each player and said input is controlled and predetermined by said server, and said game pattern
comprises game features, graphic elements, and distribution of cards throughout a play field for
the play of a particular game, said network connection only retrieving input and comparing
scores during at least one of before and after the play of the particular game.

12. A method for operating a tournament solitaire game over the internet comprising
establishing communication over said internet between a central server and a plurality of
players' computers,

downloading an input onto said players' computers, said input comprising a scoring
method, a game pattern, and a tournament structure, which are controlled and predetermined by
said central server, wherein said game pattern is unique to each player,

re-accessing periodically to each said player's computer from said central server,

transferring information relating to each said player's identity, the game, and game result
to said central server,

comparing scoring results from multiple players in said central server according to said
tournament structure,

displaying said comparison results on said player's computer, and

continuing playing said game according to said results and said tournament structure, wherein said player's computer only receives said input prior to playing a game, and said player's computer optionally display commercial banners from said server, and said game pattern comprises game features, graphic elements, and distribution of cards throughout a play field for the play of a particular game.

13. The method for operating a tournament game over the internet according to claim 12 wherein said tournament structure is that scores are collected over a predetermined length of time period, players are provided randomly shuffled decks of cards, and a player with a highest score within said period wins.

14. The method for operating a tournament according to claim 12 wherein said tournament structure is that said game progresses until a first player exceeds a predetermined score and said tournament begins at a predetermined time.

15. The method for operating a tournament game over the internet according to claim 12 wherein said tournament structure is that a player has a predetermined length of time period to make a successful play and each successful play is credited with a predetermined non-decreasing point value, and a play with highest point value within said period wins.

16. The method for operating a tournament game over the internet according to claim 12 wherein said tournament structure is that a player first to bust a deck wins.

17. The method for operating a tournament game over the internet according to claim 12 wherein said tournament structure is that players who have never previously won before are capable of playing in said game.

18. The method for operating a tournament game over the internet according to claim 12 wherein said scoring method is selected from said group consisting of scoring by a speed of each successful move, scoring by a total number of successful moves and said combination thereof.

19. The method for operating a tournament game over the internet according to claim 18 wherein said scoring by a speed of each successful move is indicated by a elapsed/countdown time indicator.

20. The method for operating a tournament game over the internet according to claim 12 wherein said game pattern comprises multiple play stacks from which cards may be moved to said column or said ace stack.

21. The method of operating a tournament game over the internet according to claim 12 wherein said game pattern further comprises a target indicator displayed in association with a column stack, and when a player removes all cards in said column stack, the player is awarded a bonus score.

22. The method for operating a tournament game over the internet according to claim 12 wherein said game pattern comprises a wild card feature in which if a player chooses a wild card to place on a desired location, a first card that can be played at said desired location is marked in said play stack or said column, and when said first card is revealed later, said first card is removed from play and a next card in said column is revealed.

23. The method for operating a tournament game over the internet according to claim 12 wherein said game pattern comprises a play stack for future play in which a player moves a card from a play stack to said future play stack to reserve for future use.

24. The method for operating a tournament game over the internet according to claim 12 wherein said game pattern comprise a seed of a random number generated by said central server to decide a deal card sequence in said player's computer.

25. The method for operating a tournament game over the internet according to claim 12 further comprising

verifying user name and ID of said player, and

deducting money from said player's account if said game is a paid-for game before the step of downloading an input into said player's computer.

26. The method for operating a tournament game over the internet according to claim 12 wherein said graphic elements comprise a play field background and a card back graphics.

27. The method for operating a tournament game over the internet according to claim 12 wherein said game pattern comprises a method for a player to prematurely end said game.

28. The method according to claim 12, wherein the players are provided with non-randomly shuffled decks of cards.

29. The method as described in claim 1 wherein said tournament ending event comprises a predetermined time.

30. The method as described in claim 1 wherein said tournament ending event comprises reaching a predetermined score.

31. The method described in claim 30 wherein said predetermined score comprises a score from a single game event.

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